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AUTHOR'S NOTE

Welcome readers to my IGN exclusive guide for Raven Software's sci-fi, time-jumping FPS. Singularity is good in its own terms, and playing with the TMD is one of the best parts of the game. I did find some elements of the game that were derived from other titles like Bioshock and Timeshift. I did encounter some dilemma with regards to the specific blueprint locations since I found some of them on different spots in my playthrough (compared to what a friend and the players from other forums mentioned) I am playing the game on Normal Mode and I have the 360 version of the game. What you'll find in this guide are what I've found and encountered in the game after several hours of thorough searching. I hope you enjoy the guide and if you have questions, I'll try my best to answer them or at least lead to other resources. Please enjoy and I hope you'll find this guide will help you solve the mysteries of the Singularity.

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GAMEPLAY

One thing you should note about is the game's "touch-move" checkpoint system. That means you can't freely choose a chapter or checkpoint to restart, and you'll be usually locked out of the room or gate you passed through when the checkpoint triggers. With that in mind, be very careful you've got all you need before exiting that door or gate.

Also, you must take note that containers and lockers will almost always contain RANDOM loot inside – so there's a possibility that you'll get something else (like a crappy Centurion ammo) instead of what's initially mentioned in this guide. I just confirmed this later in the game so if you're after E99s, you may want to try reloading the checkpoint and try again. This is a gamble though since there's really no telling which is the last checkpoint (seeing the "Saving Content" message on the top of the screen does not always contribute a successful checkpoint)

TMD Introduction

Singularity introduces players to the power of the TMD or time-manipulation device which can be used in combat, interact with the surroundings and solve puzzles to progress in the game. With the TMD, they can blast enemies using an invisible force, slow down/ freeze time, alter gravity to grab objects from a distance then throw them with great force and many more. TMD usage is represented by the E99 energy gauge under the player's HP gauge. If its depleted, the player's character will immediately use a stocked **E99 Energy Cell**, which is a pick-up item like ammo and health packs. The TMD will only consume energy when it is used on a living creature like slowing it down or using Impulse.

Health

The game utilizes an HP gauge which can be restored by using **health packs** and picking up **stimpacks**. Players can only carry 5 health packs by default which can be upgraded by purchasing additional slots through the *Inventory* perk. Stimpacks are immediately used by the players upon pickup. Players can use stocked health packs by pressing UP in their DPAD.

Weapons and Weapon Lockers

Weapons can be obtained from fallen soldiers and can be swapped using **Weapon Lockers**. Any new weapon type found by the player will be stored here so it can be “withdrawn” for later use. There is also a couple of “extra” weapons that can't be stored in your weapon locker: the experimental *Seeker* rifle and the *RLS-7* rocket launcher. These weapons appear only on special sequences where you'll need them so after they served their purpose (or you ran out of ammo), you'll have no choice but to ditch them. Weapons can be upgraded using Weapon Techs, these are blue suitcases that can be found on various locations. These are considered rare pickups so use them wisely!

Upgrading Weapons

There are three weapon attributes that can be upgraded: **Clip Capacity**, **Reload Rate** and **Damage**, all self-explanatory. You can only upgrade the attributes twice; first level uses one weapon tech while the second level uses two. Of the three, always prioritize upgrading damage first then clip capacity. You don't need to upgrade all weapons but you do need to fully upgrade one to get an achievement. You may want to upgrade weapons that you'll use often such as the Valkyrie assault rifle, Volks shotgun or better yet, the Autocannon (gatling gun).

E99 Techs

These are valuable collectibles that are used to purchase perks through the Augmenter. These come in different forms and values from a measly 10 to a generous 300. They are scattered and hidden in various locations so it will be a good idea to check every nook and cranny of any new area you'll be in. I personally collected enough E99 to purchase ALL perks, with a handful left. There are also E99s that are randomly spawned in lockers and containers. These are pretty random though. You can equip the TMD equipment called *Scientist* that gives you a chance to obtain twice the amount of the E99 you picked. If you're really after maximizing your E99 gathering, you may want to purchase and equip this as soon as you find the blueprint for it.

Bio-formulas

You can purchase additional “perks” or enhancements from Augmenters scattered in various locations. You need to look for Bio-formulas (blueprints) to add them to the augmenter and for you to purchase. There are three categories from the Augmenter's menu: TMD Equipment, TMD Perks and Hero Perks. Hero perks are take effect immediately after purchasing their first level. There are only two TMD Perks and that's for Impulse (increase damage and knockback) and Deadlock (increase duration and range) As for the [TMD Equipment](#), you need to be very careful before deciding to buy one as you can only equip one TMD equipment at a time. You can get an additional slot later on if you manage to find and purchase the “*Forge*” hero perk which can only be acquired late in the game. You don't want to waste precious E99 for buying several TMD equipments when you can only use one at a time. Oh, don't forget to equip the TMD equipment you purchased or else you won't enjoy its benefits.

General Tips

1. Even if you have the option to do so, DO NOT purchase ammo using E99 techs. Ammo are infinitely available through enemy drops and from various lockers and containers. It is unlikely that you'll run out of ammo before getting the chance to find new supplies unless your aim is *that* bad.
2. Impulse will replace your melee attack and will serve as your emergency button in case an enemy comes too close. Consider maxing it out early.
3. Always upgrade the damage of a weapon first then its clip capacity. You may want to upgrade the Valkyrie assault rifle and Volks shotgun first, before finally replacing the Valkyrie with an Autocannon.
4. If you really want to maximize your gathered E99 techs, you may want to purchase and equip the TMD equipment called *Scientist* as soon as you find its blueprint since it gives you a chance to obtain twice the amount of the E99 you picked.

WALKTHROUGH

WORKER'S DISTRICT

Objective: Rendezvous with Devlin

Watch the scenes. Once in control, make your way through the dock. There is a **stimpack** along the way and another **stimpack** inside the luggage behind the counter with the microphone (you can only use them if you're not in full HP). There is a note here that you can read to add more depth to the story. Exit the docks and head to the hill. Don't forget to grab the **Health Pack** on top of the box, near an overturned truck.



Follow the ramp uphill. Before going to the door, look at the ground to find another **Health Pack** beside a corpse. Go inside the building. You can check out various stuff here but they don't do much aside from giving a deeper background in the story. Go through the only accessible corridor here and follow it until you reach a wooden board blocking your way. Smash it with your melee attack and continue forth. You'll experience your first creepy flashback as soon as you enter the next hallway. Follow the path and go through the door to reach the large hall. This is when you'll be taken back in time to 1950. There will be a large fire going on, and you can't do that much aside from following the straightforward path leading you to an enclosed room where you'll be thrown to the floor in an explosion.

Objective: Save the injured man and bring him to safety

Approach the man and press X to pull him up. His leg is hurt so you'll have to carry him. You can't go through the door where you came from so exit through the opening on the wall and follow the blazing corridors until you reach the lobby area. Watch the scenes and you'll be back to the present day.



Go through the door and continue until you reach a statue. Here you'll find your very first **E99 Tech**. These collectibles are very valuable so you should carefully scour the area to make sure you don't miss any. From the statue, jump over the small fence to find two dumpsters. Open them both for a couple of **E99's**. In the main path, you'll find a blue luggage under a tree. There's an **E99 tech** inside it. Follow the path and you'll reach the stairs. Don't go there yet; at the end of the path are two more dumpsters. Open them for a **Health Pack** and two **E99 techs**. There is another **E99 tech** inside the luggage at the end of the alley in front of the stairs.



Go upstairs and enter the apartment. From the entrance, turn to the right to find some stairs going down. Open the luggage for a **Health Pack**. Go downstairs and obtain **E99 tech** from the luggage. Backtrack up and grab another **E99** from the luggage before the stairs. Go upstairs next then open the luggage beside the stairs for another **E99 tech**. Enter the next room.

Objective: Find a weapon to shoot padlock

There should be a **Centurion** lying nearby. Grab it, along with some ammo and an **E99 tech** from the nearby chest. Aim for the lock and shoot it. Go through the next door then crouch to exit. The first enemy will ambush you so kill it. Jump down to the road below. From where you jumped down, turn around and follow the alley as it leads you to 3 **E99 techs**. Return to the road and you'll find some ammo on the ground. You won't need it yet. There are two enemies by the truck so kill them first. These guys hit hard and are pretty resilient so you may need to use a health pack or two, depending on your aim. Remember that you can also use your knife to melee attack them if they come too close.



Before pressing forward, don't forget to grab the E99 tech from the dumpster to the left. Walk past the truck and playground and you'll reach the school building. There is a chest to the left as soon as you enter containing **E99**. Turn right to the hallway and shoot a locked locker open to find a **health pack**. Continue a bit for and an enemy will rush towards you. Kill it, then open the lockers to find two more **E-99 techs** inside. Past the lockers is a room to the left. Enter there and grab the ammo on the chair, and two more **E-99 techs** from the chest and on the floor behind the desk. Exit the room and continue past the stairs and go to the next hallway to the right. There, you'll find **E-99s** on the desk, cabinet and inside the chest, alongside with a **health pack** and some ammo. The locked door leads only to the previous hallway so just ignore it. Backtrack and enter the mess hall/ canteen. There is a container in the corner containing an **E-99 tech**.



Go upstairs this time and crawl to the next classroom. There is another **E-99 tech** inside a container. Follow the path, past the projector room and into another room with a hole. Grab the **E-99** from there. Jump down the next room and grab the **E-99** from the desks barricading the door. There is another container in the same room, in the corner containing some ammo. Continue to the library. Beware since there's a mutant hiding in there. Kill it, then crawl under the vent. Just follow it as it goes around to another part of the library. Immediately look to the left since there will be a mutant that will attack.



Continue forth and open the door. Quickly grab the **AR9 Valkyrie** assault rifle. There will be another mutant that will appear behind you so kill it immediately. Exit to the left and another mutant will appear ahead. Kill then exit the library. Before heading to the room ahead, turn left and follow it as it leads to a large chest, containing a stimpack, **E-99 tech** and some Valkyrie ammo. Head to the next room and grab a **health pack** and more Valkyrie ammo. Go up the ramp and head to the next room to meet up with Devlin.



Kill the mutants that will break in from the right and left windows respectively. Devlin will open the door so take out the mutant to the right and the third one behind it. Once outside, go past the two statues and take the stairs to the left, look down at the steps to find **E-99 tech**. Continue upstairs and find a container that has some **E-99 tech** as well. Go downstairs and examine the destroyed statue in the middle of the courtyard for another piece of **E-99 tech**. Turn to the right and find a container with **E-99** by the brick wall. Go inside the ruined house with an audio recording inside. There's a luggage containing more **E-99**. Exit that house and walk around to find **E-99** on the ground behind it.



Objective: Get to the radio tower to contact Titan One

Enter the building and follow Devlin as he opens the door. Turn to the left to find a dead soldier. You can only carry two weapons so switch to your crappy Centurion and exchange it with the soldier's **Volk S4** shotgun. A mutant will leap unto Devlin so make sure to kill it. Enter the room and help him move the cabinet to block the door. A mutant will attempt to burst inside but don't shoot it. Devlin will just kill it for you. Ammo is an invaluable commodity here so you'll want to conserve it as much as possible. Grab the Volk shells from the desk to the left then open the door. There's a mutant there but let Devlin take it out. Grab the health pack and shells at the floor.



Follow Devlin and head to the right. There will be multiple mutants here that you should take out. Be careful of the half-bodied mutant that will burst through the floor to the left. After they're all taken care of, head to the second room and grab some ammo. Two more mutants will burst through the wall; take them out. Go through the opening they've made and look at the floor. There is one mutant there playing dead so take it out. Before following Devlin, look at the floor behind him. You'll have no choice but to fall there (sorry for the spoilers, I hate nasty surprises). There will be two mutants right in front of you so take them out while moving back. Jump and grab Devlin's hand and continue upstairs.

Objective: The door is blocked; find a way to open it.

Grab the health pack and ammo by the desk. Devlin won't be able to open the locked door so you'll need to enter the vent. Shoot the mutant playing dead on the floor before you head out. Shoot the padlocks to open the door for Devlin. Grab the ammo on the floor and open the container in the corner to obtain **E-99** and **health pack**. Follow Devlin outside.



Objective: Get to the guard tower to open the gates

Upon reaching the red gate and updating your objective, head left to the large area and look for a hidden entrance beside a metal beam behind a wall. This is found near the guard house. You should find a **stimpack** inside and an **E-99** on the shelf. This shelter can also be entered through the vents across it. Exit the shelter and look for the wooden ramp ahead. There's an **E-99** on the ground beside the crates.

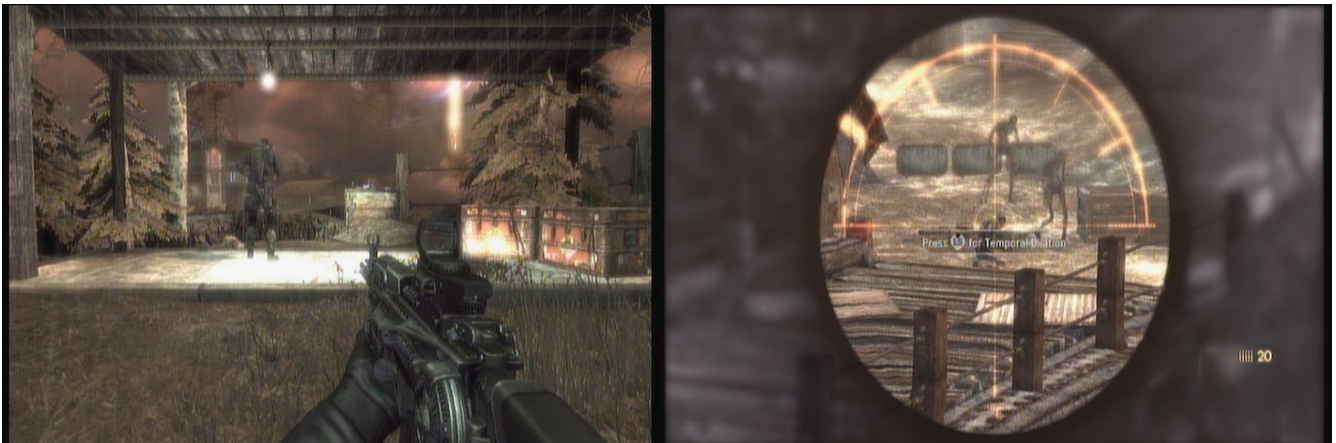


Go up the ramp this time and grab the **health pack** on top of the wooden crate. Move along the wooden planks until you reach a ladder. Grab onto it and climb up. At the top, you'll find a container at the end containing some ammo and an **E-99 tech**. Backtrack a bit then drop down to the container van below. Enter it to find a recording, a note, a **health pack** and **E-99**. (Max health packs that can be carried is 5) Exit the container van and follow the planks until you reach the switch. Regroup with Devlin.



Objective: Take out the creatures near the radio tower before moving on

Follow Devlin and you'll reach two more containers filled with ammo and a couple more **E-99 techs**. Exchange your Volk to the **Kasimov SNV-E99** then snipe the mutants. You can use Temporal Dilation by pressing L3 to slow down time and to get more accurate shots. After killing the mutants, follow Devlin across the bridge and enter the building's cargo bay. There will be a large container behind the stairs. Grab the **E-99 tech** from it and some ammo. Go upstairs and regroup with Devlin.



Take note of the shiny blue briefcase on the shelf and the weapon locker. The briefcase contains a rare piece of upgrade called **Weapon Tech**. Grab it and open the **Weapon Locker**. Here you can change your weapon loadout, based on the weapons you've acquired so far. You can also upgrade your weapons from here by using up any weapon techs you have collected. The AR9 Valkyrie will be the weapon you'll use most of the time so I recommend upgrading its damage attribute first.



Objective: Defend the Radio Tower

The abundant supply of stimpacks and ammo in this room is here for a reason; you need to fend off a soviet assault. The best weapon loadout here will be your Valkyrie and Kasimov.

Objective: Fall back from your position

After putting up a fierce resistance, more soviet reinforcements will arrive and you'll be forced to leave your position. Make sure to grab whatever ammo and health packs you can and follow Devlin downstairs and to the hallway. From there, watch the following scenes.



Objective: Follow Kathryn's instructions to escape

As Kathryn instructed, sprint to the building and follow her directions. There will be a death trap near the end of the path that's when the path splits to a set of stairs going up and another going down. Make sure to go **downstairs**, which is marked by a red light. Just follow the path and Kathryn will pull you to safety. Examine the laptop to end the chapter and to learn more about the story.

RESEARCH FACILITY

Objective: Search for the Lab of Dr. Barisov

Exit the room and check the dumpster to find a health pack. There is a **E99** on the floor in front of the dumpster as well. Jump down to the water and dive through submerged corridors. There is a vent here where you can rise up to catch some air. Just follow the corridors until you reach the other end, where you'll find mutilated bodies and new enemies called "zeks". Don't bother shooting these guys as they'll disappear for now.

There is a **health pack** at the back of the truck, an **E99 tech** inside an open container. Check the container underneath the stairs to find some valkyrie ammo, **E99 tech** and a stimpack. Take the stairs until you reach a room with a weapon locker and **weapon tech**. Equip the Valkyrie and the Volks shotgun. Check the desk beside the weapon locker to find some **E99 tech**. Exit through the blue door and jump down through the opening in the wall.

Upon landing, enter the room behind you and open the locker to find some ammo. Exit this room and enter the door to the right to find an **E99 tech** on top of the stairs. Continue forward.



Open the two dumpsters to the left to find some ammo and **health pack**. Look at the ground to the left of the large door to find some **E99 tech** as well. Enter the door to witness a flashback, then continue upstairs.

Turn to the left to find some ammo, then continue heading to the other direction. Look at the floor to the left before going downstairs to find another **E99 tech**. Go downstairs, open the dumpster to find another **E99 piece**. Jump down and there will be one of those zeks that will attack you. Take it out and grab the **E99** on top of the crates to the left. Enter the room across the crates to find some ammo. Exit to the open area with giant thorny vines and enter the next building. Grab the supplies here, including an **E99 tech** on the shelf. Head to the next room and grab the two **E99 techs** from the shelf and inside the locker.



Open the door and kill the mutant that will surprise-attack you. Open the dumpsters to find more ammo, head to the courtyard and check the dumpster to your right for a stimpack and more ammo. Head to the statue to trigger a flashback then try to open the large door. Several zeks will appear next so be prepared. The Volks will be your best friend here. Try not to be cornered since these guys can easily bring your HP down. After getting rid of them, continue to the newly opened gate, grab the **health pack** beside it and grab the **E99 tech** beside the stairs. Go upstairs and follow the hallway to the left first. Two more zeks will climb up; shoot them dead then open the container at the end containing an **E99 tech**, ammo and **health pack**.

Continue to the main path and grab the ammo and **health pack** in the alcove to the left, before the stairs. Go downstairs, and grab the **E99** by the door. Enter the room and grab **E99** on top of the filing cabinet. You can also grab some ammo by walking over the soldier corpse. Crawl down to the next room for a flashback.

Go inside the counter to grab an **E99** and **health pack** inside. Crawl under the vent on the floor that leads to a locker. It should contain an **E99 tech**; otherwise, reload the last checkpoint and try again. Activate the switch next to open the door.

Objective: Search for the secret entrance to the vault catacombs

Go through the door and head to the right. You'll find another **E99 tech** at the end of the corridor. Proceed to the other side, past the opening on the wall to find another **E99 piece** on the floor behind the canister. You'll need to kill the zeks below so shoot the cryo-tanks to freeze nearby zeks and shatter them once they're frozen solid. After killing the initial wave of zeks, walk slowly towards the door and aim for the cryo tank. The door will burst open and a couple of zeks will go inside. Shoot the tank to kill them easily. Once done, grab all the **E99 techs** in the area, you should grab a total of 7, if the only container to the left spawns an E99 instead of ammo.



Pick up the **health pack** near a note on top of a table here. Go upstairs to the next room and witness a flashback. Ride the open elevator down



Objective: Find Vault Entrance

Exit the elevator and go downstairs. Shoot the ominous looking orange plant in the middle to destroy it and to avoid taking damage by passing their trip-wires. Jump down and continue following the hallway until you reach the secret lab. You can watch the film archive here if you want, then continue to the vault to find the star of the show... the Time Manipulation Device or **TMD**.

Objective: Use TMD on 1950's time rift in the lab

Press LB to fix the archways and then the circuit box to open the vault door. Continue to the lab to have your ordinary knife melee attack replaced by Impulse Blast. Using this consumes the energy bar under your health bar, which regenerates over time. Now, its time to play with your new toy. First you need to keep an eye to chalkboards and Chrono-notes that can be renewed using your TMD. Finding all of these will give you an achievement for each. Chrono-notes are like hidden messages that can only be revealed by using TMD. These are usually bright scribbles so they're easily recognizable. The first **Chrono-note** and **chalkboard** are here so fix them up. Make sure to use TMD on these objects

Walk past the film archive machine and use TMD on the large vine on the wall. It will reveal a circuit box that you must fix with TMD again. This will raise a container with **two E99-techs** inside. Continue to the left and use TMD to fix the crate beside the table. There is also a **chalkboard** here. Jump on it and look up and jump again to grab the railings. Go up to reach the ledge and a container with **E99 tech** and some other supplies. Backtrack to the stairs you used earlier and fix it with TMD.



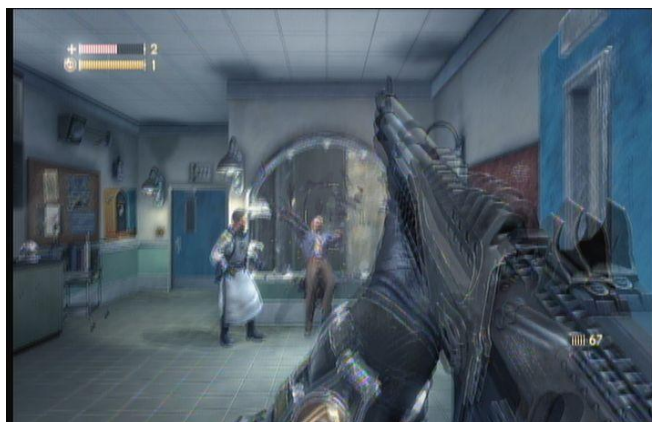
After going upstairs, age the canister to your left so it crumples and loses weight. This will lower the platform to your right. Step on it the return the canister to its original state so the platform you're on will rise. Grab the **weapon tech** nearby. Return to the main path and backtrack to the entrance. Shoot the vines along the way to reveal a container inside that MAY contain **an E99 tech piece** or ammo or health pack. Follow the path and revert the container so you can jump back up. Fix the stairs until you reach the elevator. Fix the circuit box to power it up but before taking the elevator up, fix the stairs beside it and grab the **E-99** from the container above. Ride the elevator up.



Objective: Save Dr. Barisov

Upon exiting the elevator, fix the stairs beside the time rift and follow it to reach an **E-99 tech**. Activate the time rift to go back in time. Grab the ammo and **health pack** (colored blue) on the table and press down on your DPAD to activate Chrono-ping. This will reveal footsteps which you must follow. Go upstairs and grab **an E-99** from the container at the end of the ledge before exiting the room. If it contains something else, reload the checkpoint and try again.

Follow the walkway; you can ignore or kill the soldiers below. Once near the door, a scientist will get killed and a couple of soldiers will appear. If you want, they can be first victims of your TMD. Enter the door and enter the first room to the right. Grab the **E99 tech** on top of the table. Kill the enemy soldiers here; use impulse if they're near each other. A soldier with a riot shield will appear afterward; use TMD to turn him to ashes. There is another **E-99 tech** beside the lever in the other side of the same room. Enter the next room around the corner to find **an E99** on the table. Head through the door and make sure to the guy before he shoots Barisov.



Objective: Escort Dr. Barisov to the Lab

Grab the two **E-99 techs** on top of the tables on both sides of the room, as well as a **health pack** inside the room behind you. Two soldiers will barge in from the door to the left so kill them. Follow the doctor downstairs and grab a couple of **health packs**, **E99 tech**, E99 cells (to refill your TMD gauge) and some ammo caches on the shelves to the left. Barisov will open the door then kill the soldiers on the other side.



You'll be back in the same room where you started. Age the safe and Dr. Barisov will give you a new weapon: the Seeker. Enemy soldiers will start pouring from the other side so find a cover and snipe them with the Seeker. Fire a seeker bullet while aiming and as the bullet flies to the target, keep holding the aim (LT) button and steer the bullet using your right analog button. You don't need to score some headshots to kill the enemies; the blast effect of the Seeker bullet is enough to kill them instantly. In case you ran out of Seeker ammo, sweep the remaining enemy forces using your other guns. After clearing the area, grab the two health packs in the left side of the room, then grab the **E-99 tech** beside the stairs to the left.

Behind the large sphere to the right of the stairs is a container that may contain an **E-99** if you're lucky. Go upstairs and follow the hallway to the left. It will lead to a container with a stimpack, ammo and **E-99 tech**.

Join Barisov, head enter the next room. There will be more enemies here; take them out and grab the seeker on the table. More enemy soldiers will appear so kill them all using your seeker rounds through the window. In the hallway, enter the first room to the right and grab the **E-99 piece** there. There is also a locker here that has an **E-99 tech**. Exit the room from where you entered and enter the room to the right to find a **health pack**. Exit it and look immediately to the lower right to find a vent. Crawl under it to find a hidden **weapon tech**. Enter the room with a blue door ahead to find an **E99** inside the locker, as well as another **E99 piece** with a health pack on top of the table inside the same room. Finally, grab the **E99 tech** on top of the table near the exit, beside the dead scientist. Enter the door and go downstairs first to find a container with supplies and **E99**. Follow Barisov upstairs to find a rift. Grab the **health pack** to the left if you need it then return to your time using the TMD.



Objective: Make your way to Barisov's tower

After returning to the present, grab the **E99 tech** and the hero upgrade plan "**Heartiness**" on the table. There is also a **health pack** to the right if you need it. Plans will be added to the Augmentor menu so you can purchase it there. There is also an Augmentor beside it, where you can use the collected E99 tech to purchase TMD equipment, TMD perks and Hero Perks. You start off by equipping one slot for TMD equipment. Buy the Sharpshooter (1500) and at least two levels of Heartiness. Don't forget to equip your Sharpshooter perk or its effect won't be activated. Hero and TMD perks in the other hand are applied automatically.

Go downstairs and use TMD to reveal a **chrono note** on the wall after the second set of stairs. There is also a destroyed medkit that you can renew so you can grab the health packs inside. Open the blue door and grab the **E99 piece** to the left, near the viewing glass. There is also a weapon locker here, make sure that you have the same loadout (Valkyrie and Volks). You may also upgrade their damage attribute. Follow the hallway to find a TMD upgrade platform that will add the **Gravity** skill to your TMD. This will enable you to lift objects and throw them away. You can also use this skill to grab the riot shields of the soldiers, (grab 5 of them through your entire campaign to earn an achievement) grab rockets or grenades in mid-air and throw them back to enemies. Killing enemies this way will also award you with an achievement as well. For the meantime, use that ability to remove the obstacle on the floor. Drop down below.



Renew the ammo crate below if you need it, then renew another note on the wall to the right, before the corner. Grab the E-99 energy cell at the base of one of the tanks there, then follow the path to find an **E-99 tech** and bio-formula "**Iron Lung**". Renew the circuit box to open the vault door, then lift the crate blocking the opening and throw it to the other side. Grab the **E99** here then lift the crate and place it beside the platform to the side. Jump on the platform then lift the crate again and place it on your position. Jump on the platform with the glowing fungi and corpse to find a TMD blueprint (**Wrapper**) Jump on the other side to find metal door. Age the crate and slide it underneath. Renew it again to lift and enable you to crawl under.



Continue past the stairs and look through the steel grates. There is an **E99 tech** at the edge of the rusted walkway on the other side. Use Gravity to nab it. (see screenshot above, right) Go upstairs, and use TMD to change the zek's phase (and slow it down considerably) that will appear in the corner to physical then quickly gun it down. Go downstairs to find more mutants below.

Objective: Find the elevator to the administration building

Throw the explosive barrels towards the mutants to kill them quickly. They'll try to climb up the platform you're in so just pump your shotgun at them. Jump down and look out for two more mutants that will charge at you. If you upgraded your shotgun's damage, you should be able to take them down with one shot. Go up the ramp and open the container for an **E99 tech**. Look for a crumpled crate on top of some wooden crates. Grab it and place it under the metal door like you did the last time. This will lead to a **weapon tech** and ammo cache inside.



Continue to the next gate and more zeks will appear. Lob explosive barrels at them or better yet, slow them down with your TMD. Enter the gate and blast more zeks. If they carry a barrel, shoot those first to kill them and damage others nearby. After passing the gate, look to the right and find an **E99 tech** in between the benches. Check fence to the right and you should spot an E99 near the wall. Use gravity to nab it. There is also a health pack on the other side so side you can pull it as well. Renew the stairs and go up. Follow the walkway and a zek will attack you. Kill it and enter the door where it emerged to find a stimpack and an **E99**.



Follow the walkway to find another **chrono note**. Open the container for a chance to find another **E99 tech**. Jump down and check the shelves on the other side to find some E99 energy cells, **E99 techs** and another container that may contain **E99**. Ride the elevator up. A couple of zeks and a large one will attack you. Don't bother shooting it down as you won't be able to kill it anyway. Crawl out of the elevator once it stops, then grab the supplies nearby. There is an **E99 tech** above the crates and a locker that may contain another **E99** as well. Enter the door next, renew the recording and listen to it. Grab the **E99** from the shelf.

Exit the room and follow the hallway filled with tripwire plants to trigger a flashback. Shoot the plants with a more radiant core to destroy the other ends of it. Enter the door and grab the **E99** from the table. There is another **E99 tech** under the receptionist desk. Exit the room to find a weapon locker. Upgrade your weapons now if you haven't done so yet. Follow the hallway and the giant mutant, as well as hostile choppers will appear. Sprint through the hallway and stop around the corner to find a **chrono-note** near the entrance of the office. Enter the office to find an **E99 tech**. There is also a **E99 energy cell** behind the chair behind the desk. There are also a couple of **chalkboards** here that you can renew.



Exit the office to find an ammo cache outside and another **E99 tech** on the floor beside some debris. The other room has a **health pack** behind the desk. Open the green door near the windows and look behind the door for another **E99 piece**. Shoot the tripwire plants again and continue downstairs. (If you're really not into shooting stationary objects, you can grab a junk using your gravity skill and throw them to the tripwire lines to destroy them. Sturdy objects like cans can be re-used) After reaching the lower floor, grab the **E99** along the hallway as you exit and ready your weapon. Walk along the hallway and the wall to the right will burst open. The giant zek will pin you down and smash you; just go crazy and shoot the blue portion on its chest. It will lead you alone for now. Don't follow it yet; you won't be able to climb back up if you do.



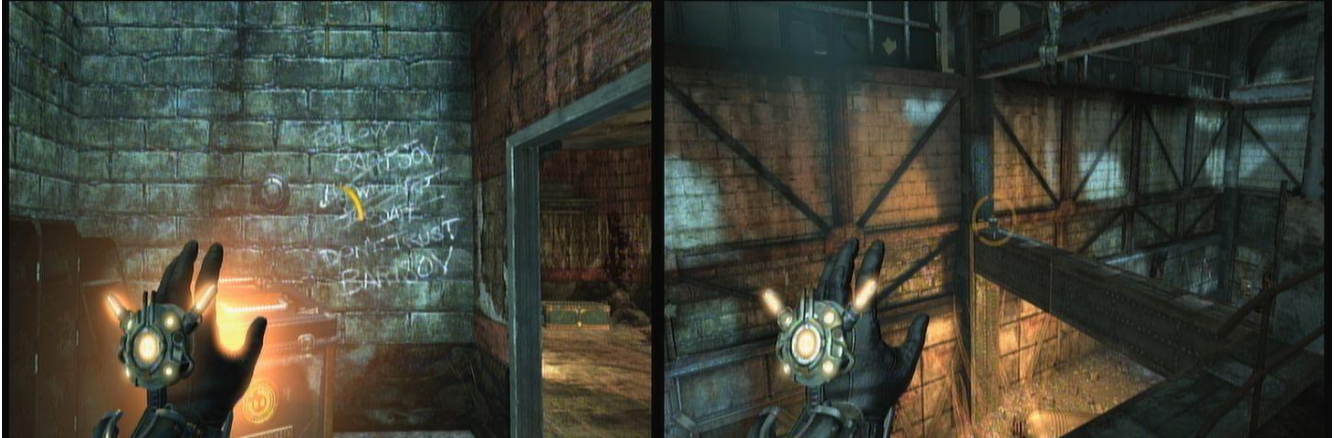
Grab the **E99** from the nearby container then the other room for a **chrono-note** and a **renewable chalkboard**. Exit the room, then destroy the tripwires. Enter the room to the left to find a renewable audio recording. Open the container inside to find **E99**, ammo and a stimpack. The room across has a renewable **chalkboard** as well as some ammo. Return to the hallway and enter the Records Room. Enter the bathroom to find some stimpacks in the last cubicle and an **E99 tech** on the opening up in the ceiling. Head to the records room to find another **chrono-note** again. The next room has an **E99 tech**, film archive, ammo and health pack.



Backtrack and jump down the hole the giant made earlier. Check out the container to the far right to get an **E99 tech**. Jump up the crates and fight the soldiers below. You can use the sniper there, lob explosive tanks at them or use TMD. You can also destroy their concrete covers by aging them, making them crumble. After the battle, head towards the stack of crates and look to the left. You should find a bio-formula ("**Energetic**") in the corner. Jump up the crates and jump through the opening in the wall.



Grab the possible **E99** from the container and look through the fence and pull an **E99 piece** between the corpse and the switch. Head to the left, age the crate on the other side then pull it to you. Place it beside the fence and renew it so you can jump over. Once inside, grab the E99 on the table, and renew the medkit and ammo boxes. Resupply as needed; if you forgot to swap your sniper rifle a while ago, trade it now for the Volk or Valkyrie. Age then pull the crate you used earlier. Bring it to the other side of the room, beside the **chrono-note**. Jump up and climb up the top. Look to the left to find an E99 tech on the metal beam. Use gravity to pull it. Jump down and open the gate. You'll be in your first major boss battle.



In this battle, steal the barrels that the boss will throw at you using your gravity then throw it back to the boss. Keep doing this until you can shoot the blue membrane on its chest. After dealing enough damage, a grotesque creature will burst out from there and transfer to the boss' back. It will disappear for a bit and normal zeks will appear here. Kill them all then grab whatever supplies you can until the boss returns to the arena.

This time it will carry a big maul. Switch to your shotgun, wait for it to approach you, then sprint to the side as it raises its arms to crush you. Look for the blue spot on its back and pump as many shells as you can there. Keep doing this and the creature will leave and enter the boss's head. It will leave again and normal zeks will return again to keep you busy. Kill them, grab supplies and wait for the boss. It will start throwing barrels again; throw it back and shoot its head until its dead.



Objective: Escort Kathryn to Dr. Barisov's Tower

Follow Kathryn and grab all the items you find along the way as fast as you can. There's no end of the zeks here so there's no use of fighting them off. Just follow Kathryn and help her if she's pinned down. You'll finally reach the enclosure but the power's out so you'll need to keep the power flowing by using TMD to constantly keep the circuit boxes fixed. Keep doing this until you get the prompt to ride the lift. Follow Kathryn up the ramp but don't take it yet.



Note: There should be a bio formula **"Inventory"** to the right. I personally didn't find this but found it later on another location instead. AND I still managed to get the corresponding achievement near the end of the game.

Grab it and ride the lift. The chapter will end as soon as you talk to Barisov.

RAIL LINE

After watching the scene, follow the path to the right then use TMD to age the safe and access the **E99 tech** and **E99 energy cell** inside. Remember that the contents are random as well; if you didn't get a good amount of E99, reload it. You can get up to 200 worth of **E99** from this safe. Go upstairs to find an Augmenter. Buy the upgrades you need, then continue left to find the bedroom. Open the lockers using TMD and grab the **E99 techs** inside. Check the nearby trunk containing an **E99**. Go downstairs and ride the elevator down.

As soon as you get out of the elevator, use the machine to the right to upgrade your TMD and for you to obtain the **Deadlock** skill. Open the locker to the left and grab the contents. Create a deadlock orb by pressing and holding R3 then shooting it to the fan. It will slow it down so crawl under it before the sphere disappears. There is a weapon locker to the right and a **weapon tech** further ahead. To reach it, look for a vent to your left and crawl through there to reach it. Your shotgun will play a great role here so make sure you upgrade its damage attribute.



Return to the weapon locker and head to the opening ahead of it. Drop down and crawl under the walkway until you see the ladder. You'll have a nasty fall and as soon as you get back on your feet, several phase ticks will rush you and explode. Use impulse while moving around. You can also age/ revert one of them so the other nearby ticks swarm it instead. After killing the ticks, check the sides of the room to find renewable **medic kit** and ammo caches. There is also an E99 near the ammo cache so grab it.

Objective: Escape the sewers

Make sure you're prepared since a new wave of ticks will appear as soon as you turn the wheel to open the door. This is a very dangerous situation and they can easily take you out if you're not careful. The best way to survive is to deploy a deadlock and stay inside while killing as much ticks as you can. Head through the corridor, and kill the incoming ticks. Sometimes, they'll just emerge behind you so be careful. Also, don't blast the pods open since ticks will sometimes come out of them. Be careful also of the pipes to your sides; the critters also come out of them. Follow the path until you reach the ladder. Climb up, renew the **chrono-note** to the left then climb the long ladder up.



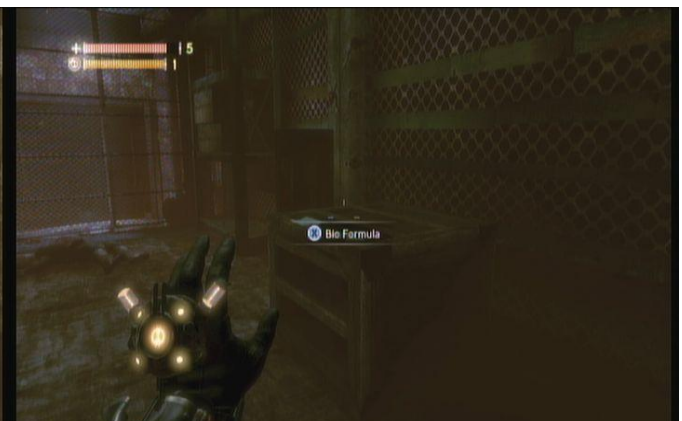
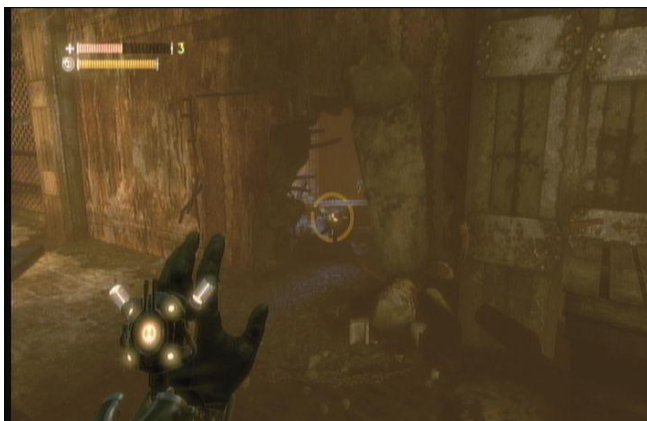
You'll witness a flashback as soon as you reach the top. Renew the audio recording then activate it, then grab the **weapon tech** on the floor nearby. Follow the corridor and you'll find another **chrono-note**, a **health pack** and a couple of giant thorn vines. You can also renew the audio recording here. Revert/age the vine to the right to reveal some E99s then do the same to the vine to the left to create a foothold. Jump up to the ladder.

As soon as you climb up, blast the tick in front, then move a bit forward to close the hatch behind you and to save the checkpoint.

Now, open the locker and grab **E99 inside**. If it doesn't contain one (and has a crappy item like Centurion ammo instead), reload your checkpoint, which is pretty much here. Look at the floor in front of the locker to find a chrono-note. Head to the railway and run towards the train car. Get inside and you'll be thrown off unconscious.

Objective: Meet Barisov in the control tower

Enter the blue door, blast the planks and grab the **E99 tech** to the right. Check the corner to the left to find two more **E99s** on the floor. Destroy the planks in the small room ahead and open the container for some possible E99s. Follow the corridor and after turning left to the second corridor, turn around to find two more **E99s** on the floor. Look for an opening to the right, past the crate to find another **E99 piece**. Follow the path until you find the ladder going up. Grab the last **E99 piece** in this area on top of the wooden pallet. Climb up. Grab the **stimpack** and **health pack** to the right, then go through the vent. Renew and listen to the recording if you want, then continue to the end of the vent. Deadlock the fan, go past it then turn right for a container. Exit through the next vent, then instead of going to the blue door, head left past the wooden pallets to find the bio-formula "**Stamina**". Open the locker to the left for a chance to get an **E99**. Enter the blue door now.



Grab the bio-formula “**Medic**” on the table near the door. Join the doctor and find the TMD upgrade “**Scientist**” and a **weapon tech** on the table. There is also an augmentor on the other side. Prioritize getting the Scientist upgrade first then Medic. When ready, jump down and take cover. Grab the sniper rifle and take out the enemies at a distance.

Objective: Get to the docks

Carefully move behind covers; if you see a red laser sight lining up on you, take cover immediately. Remember the direction it came from and kill the sniper. Carefully move behind covers and clear the area of soldiers. Look for an **E99 tech** and **health pack** behind the sandbags to the right.

There is also another **health pack** inside the train car near the crane's base. There is also an E99 energy cell nearby so grab it as well. Use TMD to fix it and defeat the enemy soldiers that will attack afterward, as the crane platform is lowered. Crouch and start sniping the enemies in the nearby walkway. Be careful of the enemy sniper that will appear in the middle building. Take him out immediately. Enemies will start to pour in as you near the second walkway; at this point, your Valkyrie and TMD should be in effective range to get rid of them. Once you landed on the other side, exchange your Kasimov to the Spikeshot. Proceed and stick behind covers since more soldiers will assault you. After clearing them, look at your right for a large, heavy door; grab the two **E99 techs** inside.



Enter the building next, and open the locker near the stairs for a possible E99. Go upstairs and find another mutant inside. Attack it but you can't kill it for now. Enter the next room and grab the TMD blueprint called **Search and Destroy**. Crawl under the vent then jump down. Turn right to find an **E99** and an audio recording. Across is a phased-out crate; approach it and press and hold R3 to pull it to your dimension. Stop the fan using Deadlock, then carry the crate with you to the other side. Place the crate before the ledge near the next fan then use it as a foothold to jump up. Freeze the fan and climb to another vent. Grab the **health pack** there and fall down for a mini-boss fight.

You need to lob the cryotanks to the enemy to freeze it. However, due to the limited space, there's a possibility that you'll get caught in the explosion and freeze yourself by accident. In case you got frozen, break free by using impulse. Once its frozen, shoot it with all you got until it moves and disappears again. In case you weren't able to kill it after using all the cryo-tanks, use impulse and guns to take it out. After the battle, grab the ammo here as well as the two **health packs** inside the renewable med kit on top of the table.

Go upstairs and check the lockers and dumpster for a possible E99 spawn. Revert the staircase ahead to find an **E99 tech** behind it. Return it back to normal then go upstairs to the next room.



Drop down and grab the **E99** from the couch. Look out the window to the left and pull the **two E99s** from the shelves. A Zek will appear as soon as you exit so deal with it accordingly. Shoot the door open to the right, which will lead to a container, a locker and two **E99s**. Continue upstairs to the walkway and kill another zek. Don't touch the switch yet; look across the broken window to find a weapon locker in the other room. Shoot the lock then do the same with the locked door near the hallway. A zek will be waiting inside so deal with it. There will be more **E99 tech** inside, an audio recording and a **health pack**. You can use the locker to upgrade/ exchange your weapons. Activate the lever next then lob an explosive barrel to the incoming zeks.

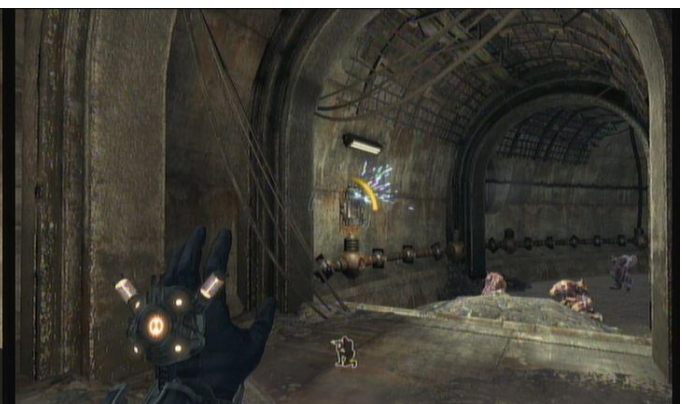


Kill them all then go through the door that you just opened, look for an **E99 tech** behind the wood pallets, then enter the door. Ride the lift down to the next area.



Upon exiting the lift, reveal the **chrono-note** near the door. There will be new enemies here called Reverts that react only to sound. It is possible to walk beside them without getting attacked as long as you move while crouching and not produce any noise, especially gunfire. You can age them from a distance so they'll explode after running for a few meters. Move slowly and find the first revert and an **E99 tech** to the right. Continue up the hallway and grab another **E99 piece** on the floor to the right. Continue to the end of the hallway and find two more **E99 techs** to the right. Continue to the left and grab two more **E99 techs** beside the tripwire. Past the tripwire is another **E99 tech** in the corner to the left.

Continue along to find another **E99** piece before the obstacle. Use TMD twice on the plant to the left to clear the path. Follow the path and crawl under the pipe/tunnel at the end. Crawl into another vent as it leads to another alcove. Find **stimpacks** inside as well as a couple of **E99 techs**. Use TMD on the plants at the bottom of the pit to lift the foothold. Jump to the other side then fix the circuit box to the left to electrocute the reverts. Continue along the path and grab the **E99** on the small ledge to your right. Find the small tunnel and kill the ticks that will attack you. Grab another **E99** along the way, then exit to the other side.



Climb up the next tunnel to find three reverts. Age the farthest one so it will make some noise, then bring down the other two using your shotgun. Be careful since there could be a fourth revert that will charge towards you if you made enough noise. After killing them, grab the **E99** to the right then proceed left to find a gate. Use TMD to renew the plant and for it to push the gate up. Age the crate, pull it, renew it so you can use it as foothold. Go through the pipe and wait for a body to fall from the pipe to the left. Grab the **weapon tech** there, then exit on the other side. Grab the crate again and use it to lift the metal door.

Grab the crate again and walk past the hallway with tripwires, (use it to trigger the trip wires) then use it as a foothold to jump to the other side. Activate the **chrono note** ahead, then jump down. Look immediately to your left to find a couple of **E99s** on the floor. Use TMD so the vine retracts and make the container accessible. Grab a couple of **E99s** there. Kill the two reverts across the hallway, then take the room to the left to find a stimpack, an **E99** and a couple of renewable ammo box and medkit. Grab the supplies as needed, then renew the circuit box in the next room across to power up the vault door and open it.



Enter the room and grab the Bio-formula "**Inventory**" on top of the crate inside, as well as two **E99 techs** and a renewable ammo box. Exit the room then continue forth, and fix the circuit box near the tunnel to electrocute the reverts standing on the water. Follow the that tunnel and kill three more reverts. Crawl under the vent to reach an alcove with a container and an **E99**. Use the upgrading station to obtain a new skill for your TMD: **Reversion**. Enter the newly opened door.

There will be multiple enemy soldiers here so move behind covers and regularly use health packs as needed since there's a lot of them. Keep going upstairs as it spirals upward. After reaching the top room, you'll find renewable medic kits and ammo box. There is also a locker here that contains **E99**. Use the ladder.

After the scene, kill the soldier ahead and grab the **Autocannon**. This can be selected from any weapon locker from here on. Follow Kathryn to the door and grab the **E99 energy cell** from the wooden pallet to the right. Boost her up and enter the next room. Revert the stairs behind her and go upstairs. Find two **E99 techs** here, behind the cabinet and in between the desks, beside the audio recording. Open the next door and use the Augmentor to buy you some new upgrades. Use the weapon locker nearby and upgrade your Autocannon's damage attribute. Go through the vent and jump to the walkway below. Go to the right and grab the **health pack** and trade your other gun for the **Kasimov** sniper rifle.



You should keep the Autocannon obviously. Look behind then use TMD on the vine to open the garage door. After that enemy forces will start pouring in.

Objective: Defend Kathryn

Take out the as much enemies as you can with sniper shots then use the Autocannon when they're already too many. There are also heavily armored guys with autocannons that will join the fray as well. Use your TMD against these soldiers by aging them or better yet, turning them into reverts. Shoot the barrels as well to maximize your efficiency. After clearing the area, follow the walkway, grab the ammo and jump down through the hole. There's a renewable **chalkboard**, a **chrono note** on the floor, autocannon ammo and four **E99 pieces** here. Grab them all then open the door.

Objective: Rescue Kathryn

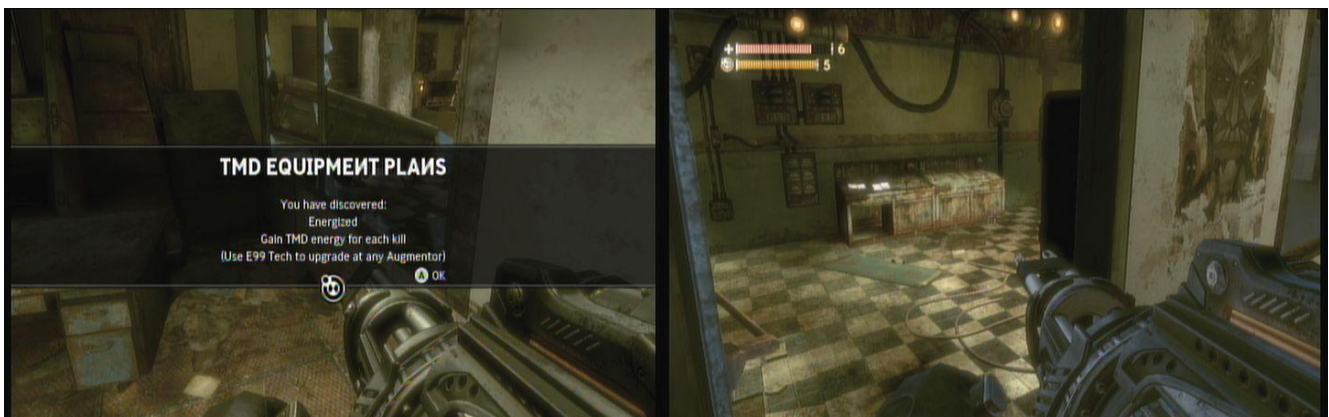
Kathryn will be captured so take out the two soldiers in the next room then head outside. You must keep on pursuit or you'll fail if you move too slow. Elite soldiers will appear as well so take it out and sprint to the building. Kill soldiers easily using your autocannon; keep following them until you reach a bridge. Kill the enemies there, grab the **stimpack** and **ammo box** nearby. Cross the bridge and kill more soldiers; grab the **health pack** on the shelf to the right and another one at the base of the stairs.

Continue upstairs, kill the soldiers and grab the health pack to the left. Continue to the next room, grab the autocannon ammo beside the door, then continue straight the walkway. A soldier will open the door in front of you so be ready to shoot him. Continue forth, and you'll be kicked by a soldier to the left. Use impulse and climb back up then climb down the ladder. Enter the next room, kill the two soldiers then loot the chest. Continue across the walkway and shoot the barrel to quickly kill the elite, then fight through the next building until you reach the elevator room. This room has an elite soldier with a couple of ordinary guards. You need to kill these guys quickly and ride the elevator or you'll fail.



Ride the elevator down and renew the **med kit** and **ammo box** to replenish your supplies. Go through the corridor and grab the **stimpack** on the floor as soon as you enter. An elite will appear in front of you so the safest thing to do is to deadlock the guy and kill him once he's frozen. Fight your way through until you reach the large door. Check the machines to the left to grab the **E99 techs** scattered on the floor. There is also a couple more **E99 techs** on the floor and a container that may contain more **E99** if you check behind the machine to the right.

Enter the door and go upstairs. Activate the **chrono note** which should give you the achievement if you've been activating them ever since. Continue upstairs and grab the ammo along the way and you'll come across a room with several enemy soldiers. Check out the room to the left that contains ammo and a TMD blueprint called **Energized**. (Note: You may or may not find this in this specific location) Continue killing the soldiers, then go through the hallway. Open the door and you'll enter slow-mo. Just blast the two soldiers and untie Kathryn. Follow her, then check the room for a bio-formula "**Defensive**" and "**TMD Ammo**". Head to the double door at the end of the hallway and wait for Kathryn to open it for you.



Objective: Fix the engine

Follow Kathryn and after she opens the door leading outside, check the wooden pallet to the right to find a container with **E99 techs**. Go outside and grab the **Seeker**, extra ammo and a health pack from the crate just ahead. Boost Kathryn on the train car, then go up the ramp behind and take cover as enemy soldiers will attack again. They'll have RPG soldiers at this point so take care of them first. They're located on the platforms on both sides. There will be shielded soldiers here so use your seeker to drive the bullet to their vulnerable legs. After clearing the area, grab Kathryn's hand to ride the train car. Aim your TMD at the center of the energy orb to rebuild the train.



After the scene, open the container nearby for a couple of **E99s** then grab all the supplies and ammo you need. Proceed forward and you'll need to fight the thing that hunted you earlier.

Shoot the orange sacs on its underside and stay back as it smashes its claws. If it rushes in to bite you, shoot at its mouth. Make sure you are not in the middle of reloading when it does it. This is the only way you can stop its damaging bite. After shooting on its mouth, it will crawl under the car. Shoot it on its mouth when it appears to the side. It will return to its original position in front of you then start attacking you again, growing some new sacs on its body. This battle follows the same pattern until there is a scene where the bridge starts to collapse again.

Go through the next train car, blast the ticks with impulse, grab the ammo and jump to the next car. The boss will tear the ceiling open so blast its mouth to drive it away. Use TMD to remove the obstacle on the next car then jump to it. Continue heading to the last car with amplifiers then concentrate your TMD's crosshair to the energy appearing on the boss's head.



CENTRAL DOCKS

Objective: Locate the Pearl

After getting off the train, look at the top of the container van and grab the **E99 tech** from there. 0711132341 Check the container vans past the augments on the other side to find an **E99 energy cell**. Use the augments to buy some new upgrades, especially the Defensive perk. Go upstairs and renew the **chalkboard** to the right. Continue to the left, open the **locker** for a possible E99 content, then go up the broken walkway and revert it. Open the locker to for another chance E99 content.

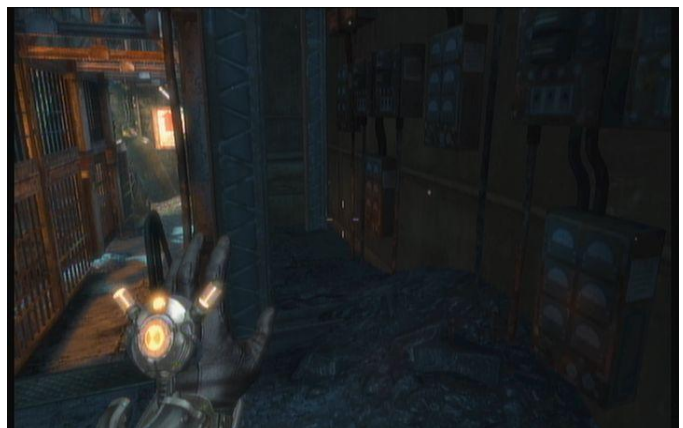
Note: I've checked with a friend and checked the forums that the blueprint "Energized" can be found on the console in this room however, I did not find any in my playthrough. I got the aforementioned blueprint earlier, while rescuing Kathryn. This is while playing under "Normal" difficulty

Jump down through the window and place the crate near the railing. Jump on it so you can access the walkway. Follow the walkway to find a renewable ammo box and a **E99** at the end. There is also a hidden weapon tech on top of the container van ahead. The luggage contains some **E99** as well so backtrack and carry the crate to the container vans. Place it on the incline and carry it so you can reach the luggage. There is also a container that may contain an E99 tech on top of the container vans on the other side so carry the crate and place it as shown in the screenshot. Finally, carry it back to the front of the train and use TMD to slide it under the metal door and for you to access the container inside.



Ticks will appear from the ahead so take them out. Continue ahead and activate the chrono note on the wall. There is a phased-out crate that you can pull and a **E99** nearby. Carry the crate and place it on top of the other wooden crates in the corner so you can jump over the fence. Grab the **E99 tech** and **health pack** on the floor, then pull the phased-out barrel and use it to clear the path of tripwires. Shoot them instead if you don't feel like it.

Note: I'm not sure why my playthrough is messed up but supposedly, there is another blueprint behind the grate beside the stairs. It should contain a blueprint called "TMD Ammo". I got mine AFTER rescuing Kathryn. Even with these messed up locations, I was still able to get them all and their corresponding achievement at the end.



Crawl under the door and get rid of the tripwires. Activate the **chrono note** and exchange one of your weapons to a Kasimov using the weapon locker. Fix the circuit board and head outside. Follow the walkway until you reach another container van. There's a **chrono note** there, as well as a **health pack**, **E99** and the **Seeker**. Grab them all. Step outside the van for another time shift.



Look to your left to find a **health pack** on the ground. Start killing the soldiers here and move only when the coast is clear. Grab another **health pack** under the stairs to the left. More enemies will appear. Enter the room to the left to find an augments, **E99**, **Seeker** (ammo if you still have the gun) and **health packs**. There's a locker on the other side that may contain more E99. There is a ladder in corner of the same room but before you can climb up, destroy the lock first. This leads to a hidden **weapon tech** and **E99 tech** behind. Continue Ahead to trigger another time shift and you'll be back in the present.

Renew the med kit to the right and grab the health packs inside. Instead of pushing forward, check out the damaged part of the docks behind you, (past the amplifiers) and find a **E99 tech** behind a crate and barrel. If you want to use the Augmenter, you can use the nearby crates to jump on the walkway. Otherwise, continue until you find the container in the far end. Grab the **E99 tech** from there, and another health pack across it. Backtrack to your starting position and enter the building to the left.

Grab the ammo and health packs if you still need them, then activate the **chrono note** on the wall and find the TMD blueprint "**Tech Savvy**" in the corner. Dive in the water and avoid the tripwires. There is weapon tech to the left the continue to the next room. Dive up to grasp some air, then pull the phased-out fuse and connect it as shown. Now turn the valve underwater to activate the amplifier. This will lower the water level. Use TMD to fix the broken fuse to complete your current objective. Make your way back to the docks.



Objective: Raise the Pearl

Activate the switch on the platform and watch the scene.

Objective: Locate the Rear Cargo Bay

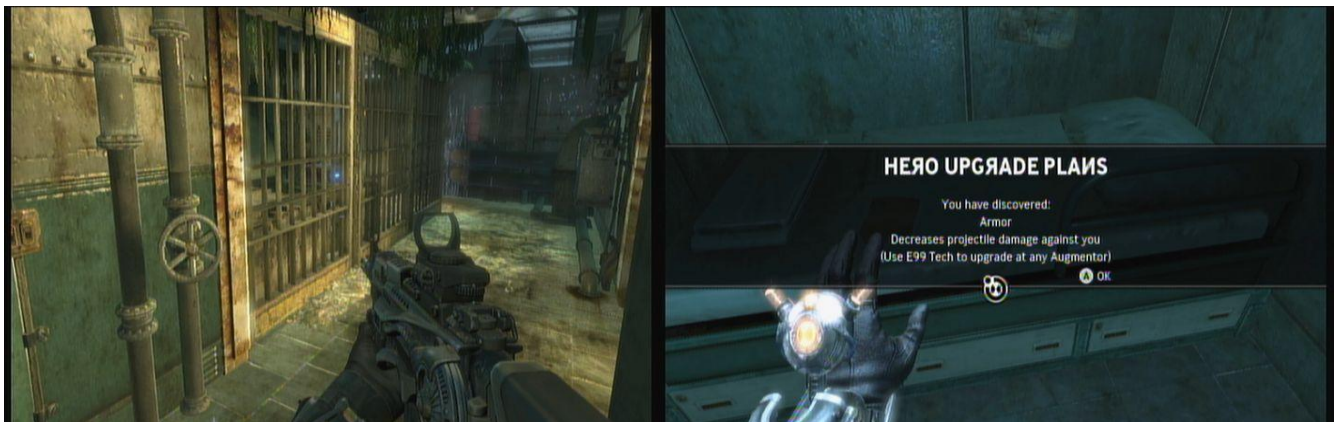
Go to where the landing ramp of the ship is. Age the hook holding it up and access the ship afterward. Follow the path and the ship will list to the right. There is a **health pack** and **E99 energy cell** inside the opened container van. Go up the ramp to the right and open the container for some **E99 techs**. There will zeks ahead so dispose of them, then continue pressing forward. Go upstairs and unlock the doors until you reach a **chrono note**. Activate it then continue upstairs. Open the door and you'll come across the ship bridge crawl underneath and grab the **E99** from the locker on the other side. Continue upstairs to trigger a flashback. Fix the **chalkboard** here and grab the **E99** from the locker and shelf. Go through the next door and jump down. Open the container behind you for a chance of finding another **E99**.



You'll find a weapon locker and a new weapon called Dethex Launcher on the right side. Crawl under the vent and use TMD to fix the circuit box. Grab the item inside the container and return to the previous room. Before activating the door and with the Dethex Launcher equipped, press and hold LT then fire to release an explosive ball. You need to steer this ball through the orange-lit conduit. You can control it using your left analog. To go up, press the jump button. Steer it along the conduit on the wall and on the floor until its placed under the blue door. Release LT to detonate and open the door. Grab the **weapon tech** inside and a **chrono note** that says "Mother, my brain hurts". This unlocks the achievement of the same name.



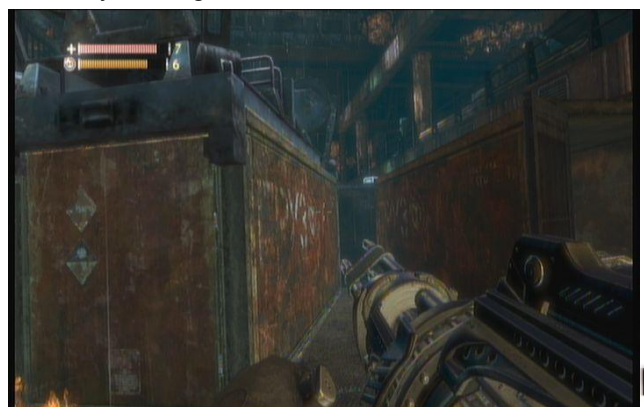
Activate the switch and exit the door. Continue downstairs and fight some zeks outside. Grab the **ammo** and **health packs** along the way as you need. Follow the path and you'll encounter some more soldiers. Get the **E99** inside the container van before entering the blue door. Fight your way downstairs, then search for two **E99** pieces beside the stairs. Enter the door for a flashback scene. Follow the corridors and grab the **weapon tech** on top of the crate to the left, beside the weapon locker. Go through the door, turn to the left to find the bio-formula "**Armor**" on the bed.



Clear the room of reverts then check the lockers for ammo and possible E99 contents. Exit the room then wait for revert to burst through the door to the left. Check out the room for a container. Continue to the next room for a flashback. Go to the room and grab the **E99** on the bed. Restore the chalkboard to your immediate right to unlock the achievement. (That's if you're restoring all chalkboards you encountered ever since) Destroy the safe to the left to grab more **E99 techs**. Exit through the next hallway, then grab the two **E99 techs** on the floor, beside the large machine.

Follow the path and fight off some zeks in the corridor. Activate the **chrono note** here then exit.

A statue head will fall so move forward a bit then find another **E99 tech** on the wooden pallet to the right. Open the container ahead; it should contain at least one **E99**; three if you're lucky. Go downstairs, then open the locker across to find a **E99 tech**. Move forward a bit then stand back as ticks will appear. Check the container van to the right of the statue head to find a container. Loot its contents then look for the blue glow of the weapon tech on top of the container van. Use gravity to pull it.





Follow the small path behind the statue head as it leads to another container under the stairs. More zeks will appear here so get ready. Go through the red container van and go upstairs. More enemies will appear here so kill them easily by lobbing the nearby explosive barrel. Grab the **E99** by the wooden pallet in the middle, then use the nearby augments to purchase some new perks. Continue forth then go downstairs. Loot the container by the stairs, then move a bit to trigger an attack. Ticks will rush in and soldiers will shoot you from the platform. After getting rid of them, open the door and activate the **chrono note**. Continue downstairs for a flashback. Fix the circuit box so you won't get electrocuted then follow the hallway. Grab the **E99 tech** under the stairs then go upstairs.

Objective: Retrieve the E99 bomb

Open the door, then loot the container. Dive down and follow the straightforward path to the bomb. Grab it, then emerge from where the container van collapsed, then grab the **E99 pieces** inside the container. The water will be electrified now so run towards the stairs and grab the TMD blueprint "**Healer**" on the wall to the left, right before the stairs. Go upstairs, find another **E99 tech** on the floor then continue running until you reach another set of stairs. Water will burst in so dive your way out and the chapter will end automatically.



E99 PROCESSING COMPLEX

Objective: Charge the E99 bomb at the cooker

There are two **E99 techs** here so grab them before heading out. There is also a **health pack** and some ammo scattered around the place. Exit through the blue door, then age the walkway to the left. You'll find a container below and a health pack. Climb up the stairs and return to the hideout's entrance then go downstairs. Drop down and loot the container and use the Augmenter as needed.

Crawl through the tunnels as blast away ticks that will try to swarm you. Crawl through the tunnel until you reach the first fork. Grab the **health pack** and **E99 energy cell** to the right. Continue to the next fork then head right to trigger a flashback. Continue to the right and activate a bloody chrono note on the wall, then grab the **E99 energy cell** on the table. Continue to the other side of the hallway and crawl to the opening to find water. Dive down and swim to the next room to find a **weapon tech**, a **container**, **E99 techs** and **E99 energy cell**.



Backtrack to the fork then continue heading straight to the next turn. Climb through the broken window to access the office to the right. Grab the contents of the lockers, the ammo on the table or listen to the audio recording (which some creepy flashbacks btw) Destroy the locks on the door to open it, then grab the **E99** at the end of the hallway, past the stairs. Open the lockers as well for possible E99 contents.

Continue downstairs then use the switch to the right to open the door. It has an audio recording and a container that may contain an E99 tech. Exit through the next door then grab the two **E99 techs** in the corner to the left. Continue along the path and you'll encounter a new chameleon-like enemy. It will just crawl back up so approach the half-open gate to encounter the first beast. Keep shooting at it while strafing to avoid its attacks. After defeating the first one, walk forward a bit and a second one will appear. Kill it then grab the **weapon tech** on the ground. Go upstairs and open the blue door.



Objective: Locate and use the TMD platform

Instead of going forward, go upstairs to the left to find an **E99 tech** in the next room, as well as an augments. You should be able to max out your armor and defensive perks at this point. Exit the warehouse. Take the stairs left of the amplifier platform, and check the area for a **container**, **health pack** and a **locker** upstairs. Use the weapon locker here to change your weapon loadout, then flip the switch upstairs.



Objective: Activate the hydro generator to supply powergrid

Enter the previously locked door across. You'll find some mutants in the enclosure. Swap one of your weapons to the Dethex Launcher and roll an explosive through the opening on the wall and to the barrels. This should be enough to kill them; just sweep if there's any survivors. Ditch the Dethex for now, then go through the door that was blasted open. Go downstairs to the road until you find an opening then jump into it.

You need to jump down the water. There are 3 **E99 techs** at the bottom of the tank. Having the Iron Lung perk purchased is helpful but not necessary. Continue up the ladder, open the locker then activate the switch. This will fill the water up; dive down and go through the opening. If you need some air, there are air pockets along the long hallway. Follow the corridors until you reach the deep trench. Swim up to grab some air. There are three more E-99 techs at the bottom and this time, having the Iron Lunch perk purchased will really help. Dive towards the hole in the middle of the trench and move your crosshair until the gravity circle appears; pull your techs using this method.

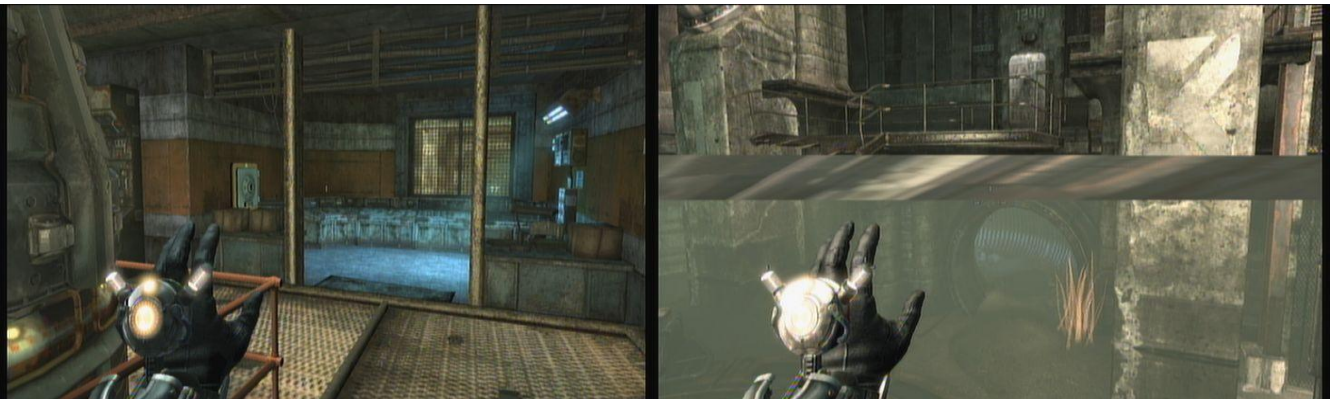


Jump up and find an alcove with the hanging man to find a couple of **health packs**, **E99 energy cells** and some ammo. Activate the lever the swim through the tunnel to reach the other end. Bring the crumpled crate in front of the window then renew it so you can crawl outside.

Continue along to find a new zek. This obese zek can revive nearby zeks so make it your priority to take it down first. It will be a good idea to lock them down using deadlock then kill them with your autocannon. After killing all of them, continue forth and enter the next area. Turn to the right, past the soldier corpse then loot the two lockers. Blast the lock on the door open and grab the **weapon tech** and container inside. There are also a couple of **E99s** inside the safe.



Before diving into the water, check out the control room behind the large pumps and loot the safe there that may contain **E99 techs**. Swim ahead until you find a tunnel to the right with a blue glow. Its a long swim but you can also drain the water first then access this tunnel on foot instead. In any case, use the ladder to go up and you'll find yourself inside the room that has a **container**, augments, **weapon tech**, **health pack**, **E99 tech** and **E99 energy cell**. Open the door so you don't have to dive anymore.



Swim to the left past the bubbles to find another terminal. Activate it to drain the water, jump down and shoot the lock off the box nearby. Enter the tunnel pictured above to grab the loot if you haven't done so earlier. Return to the terminal and activate it again to flood the area. The crate your freed a while ago should float, giving you a foothold to jump to the upper walkway. Follow the path until you come across another **chrono note**, then head to the next room. There's a weapon locker to the left and a **health pack** to the right. Activate the central terminal to start the hydro generator. Kill the three soldiers that will appear to the left, then exit the room and jump down the walkway. There will be more enemy soldiers across the road so fight your way through. Continue along the road the go upstairs back to the TMD platform. Use the platform to restore the bridge.





Objective: Fight your way across the bridge

Grab the Seeker on the ground, then climb up the guard tower to the left to have a good view. Push your way through while moving in from tower to tower since these have health packs and seeker ammo. After crossing the bridge, find the dumpster beside the armored carrier before entering the blue door. It has a **weapon tech**.

Enter the room and open the containers and lockers for some supplies and possible **E99 techs**. There is also a health pack on the floor and a weapon locker to the left. Follow the path and kill all enemies, including several mutants.

The best way to make your job easier is by turning the nearby soldier to a revert, wait until the other mutants gang up on it then use TMD to age it and make it explode. This should kill, if not, heavily damage the other mutants. Sweep the floor and continue until you reach the room full of crates. Grab the **E99 tech** to the right after entering, then exit, hit the switch to open the door.

Head to the middle of the room to trigger an attack from one of those chameleon-like beasts you fought a while ago. Use the cover to protect yourself from its attacks. After killing it, age the canister on the platform to the right, then step on the platform that's lowered, renew the same canister to raise your platform. Find the vent leading to the office and drop down there to grab **health pack** and **E99 energy cell** inside. Use the weapon locker if you need, then open the locker for some random loot. Go downstairs then open the door to the tunnels.



Objective: Find a Gas Mask

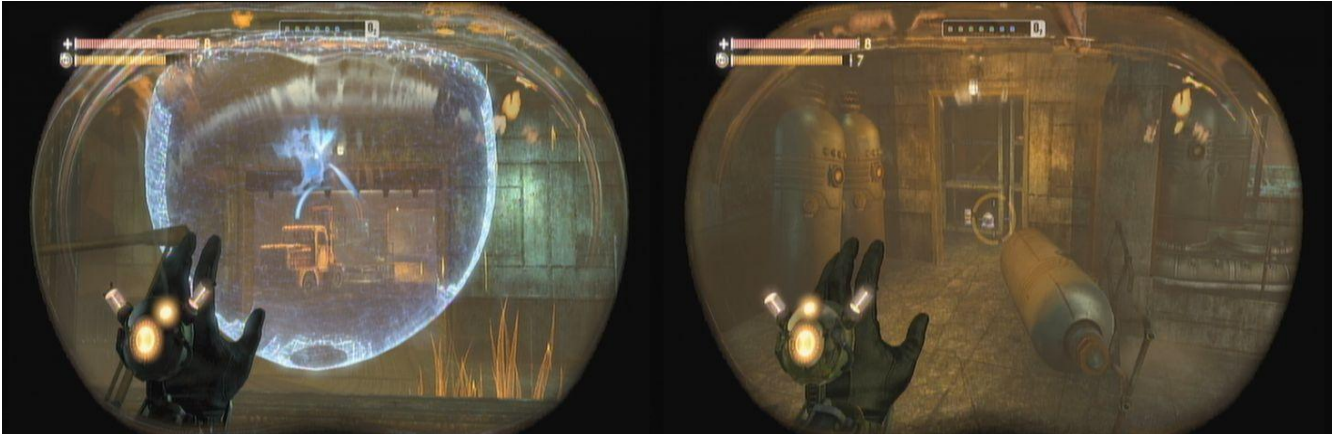
Follow the path until you find a **container** with a **health pack**. Continue past the large tank and witness a flashback. Continue and enter the room to find a large hole with a weapon locker, stimpack, E99 energy cell and a locker that contains the TMD blueprint "**Field Doctor**". Follow the path and activate the **chrono note** as you turn then use deadlock to stop the fan. The mutant you saw earlier will charge at you so be ready to blast it. Go the room and grab the ammo and **gas mask**. Open the container here as well.

Objective: Traverse the abandoned tunnels

Backtrack and jump down the hole. You need to keep a steady supply of fresh air so use the O2 tanks scattered below. Start by opening the door and blasting the enemy open. Age the bridge and fall down. There is a vent shaft there so crawl underneath, then grab the ammo and E99. Pull one of the crates inside then place it to the side so you can jump inside the room and find a **weapon tech**. Go back up the broken bridge and use another crate so you can reach the vent. Jump to the other room and kill the mutants. Grab the oxygen tanks here and grab the **health pack** and loot the container. Age the stairs to find two more **E99 techs** and a container behind it. Flip the switch to the left, then go upstairs to witness another flashback.



Enter the break room and check out the vent. It will be opened by an unseen mutant so pull the **E99 tech** inside using gravity. Check out the augments and use it if needed. There's a button there that you must press then immediately use deadlock to keep it open. Run around and go through the door. After making it through the door, check the alcove to the left to find two more **E99 pieces** on the shelf, alongside with a stimpack and a couple of O2 tanks.



Grab them all then continue forth to watch a flashback. Use the TMD to open the rift and grab a crate from the past. Carry the crate as you jump back to the present time, then place it by the lift as a foothold. Jump and crawl there, then press the switch to activate it.

After going out of the elevator, grab the health pack and loot the container nearby. Change your weapon loadout if you want, then use the crate to reach the vent. Crawl there and fall down. Kill the soldiers inside; there is also a locker to the left that can be looted. Follow the corridor until you reach another weapon locker with extra ammo on the shelves. Check the balcony across the circuit box to find a couple of **E99s**. Destroy the circuit box using your TMD, then check out the container at the far end before going downstairs.



Objective: Gain entry to the cooker

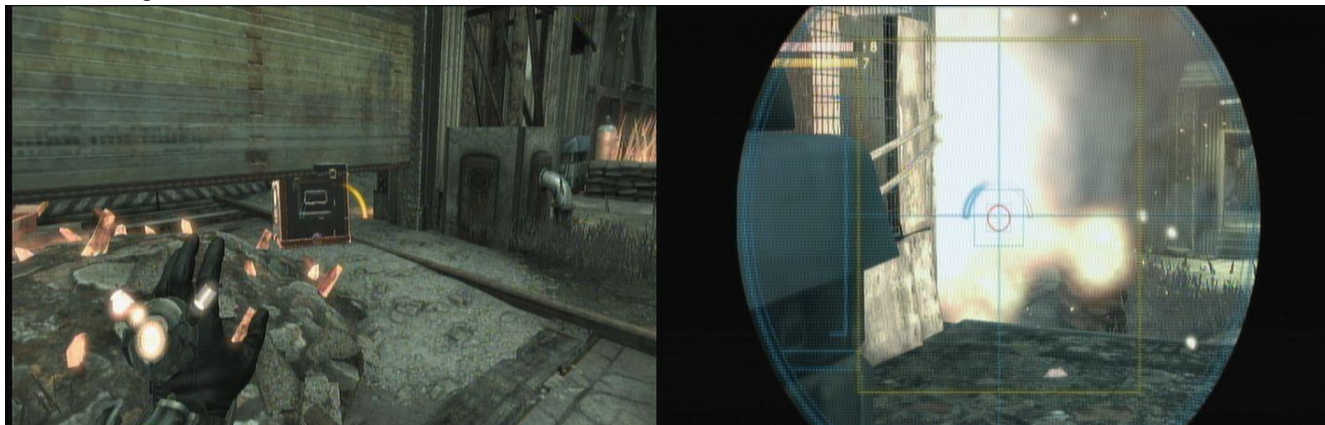
Go downstairs then immediately turn around and enter the room behind. Cross the bridge and enter the other building. Grab the **weapon tech** there, then check the other side of the room to find two more **E99 techs** and a **stimpack**. Backtrack to the previous building, go downstairs and fight your way through the hallway to another room. Loot the **container** here and grab the **E99** on the shelf. Shoot the fat mutant through the window to make your job easier, then kill the soldiers next.

Open the door and blast the zeks that will approach you. Enter the first room to the right to find some supplies a locker to loot, and a **weapon tech**. Follow the path and continue downstairs. Get rid of the tripwires that will just appear the jump down.

Objective: Find the rail car

Grab the **health pack** and loot the **container** to the left. There will be soldiers here fighting off a large beast so just let them be for now and maybe, have them transform into reverts. After killing all of them, grab the supplies in the alcove to the right, before the sandbags. There are ammo caches here, as well as **health pack**, **energy cell** and **stimpack**. Continue forth and then use the crate again to raise the metal gate to the right. Grab the weapon tech inside as well as a container that may contain 2-3 **E99 techs**. There is also a renewable mdekit should you need to replenish your supply. Go up the platform and you'll have the chance to equip the **RLS7 missile launcher**. Just past the next turn is another monster being fought by the soldiers. Kill them all in whatever method you want then proceed forth. There is a renewable medkit again beside the stairs. Enter the

next building.



Check the left portion and grab the supplies you need. Loot the container and locker nearby, then change one of your weapons with a Kasimov via the weapon locker if you want to. Go upstairs then run past the walkway. Check the lockers under the stairs in the next building then ready your weapon and kill the elite soldier waiting for you upstairs. Check the lockers behind the stairs for some **E99 tech** and climb the ladder nearby to find a container possibly containing more **E99**. Grab the RLS and ride the rail car. The beasts and soldiers will attack you so take them out using your RLS. Enemy rocket soldiers will appear as you approach the other side of the bridge. Grab their projectiles and lob them off back at them if you can. Otherwise, you'll need to rely on your sniper rifle.

Objective: Find rift to 1955 cooker / Get the Activation code from Dr. Petrov.

After getting off the rail cart, check the room for some supplies. Open the lockers and container, then swap your sniper rifle to another weapon of your choice. As usual, the autocannon is still the best choice, especially if its fully upgraded. Fix the power box, then open the gate. Mutants will appear here so aim at the cryo tanks up the ramp and freeze them. Continue to the core and follow the path until you reach the tunnel. Follow it and use the lift. Activate the time rift using your TMD.

Follow the walkways until you reach the large vault door. Enter and check the room to the right to find a stimpack from the cabinet, and the bio-formula: "**Forge**" beside the oscillator. Activate the lever in the corner of the room then ride the lift up. Kill the two guards then continue to the lab to the right. Grab the **E99s** here as well as the **health pack** should you need it. Try to leave the door and the scientist will call for security. Get rid of them as well. Fight to the next room where several soldiers are waiting. Clear the area then look for a small room to the right that contains a **health pack**, ammo cache, **E99 techs** and **energy cells**. There is also a chalkboard here that you can age.



Check out the large equipment room to the left to find more **E99s** and **stimpacks**. Head through the corridor to reach the locker room. There are two lootable lockers here, a couple of **health packs** and a **stimpack**. Grab the ones you need then ride the lift down.

Loot the two lockers and wait for the door to open. More enemy soldiers will engage you so take cover and get rid of them. Continue downstairs then follow the walkway to the left. Take out the enemy soldiers that will appear then proceed to the lab. There are two **E99 techs**, **energy cells** and **health packs** here, as well as two **chalkboards** to age. Grab them as needed, then loot the locker right outside the lab. The vault door will open and more soldiers will appear. Get rid of them, then ride the lift up. Follow the walkway to the next vault door. Loot the locker then grab the E99s in the next room, including the ones behind the safe. There is a weapon tech here in front of the augmenter and a chalkboard that you can age.. Buy the Forge first so you can equip another TMD Equipment. Grab the activation code on top of the table, then open the path by activating the switch and go downstairs.



Objective: Charge the E99 bomb at the cooler.

Follow the path and kill the enemy soldiers. Loot the container before exiting the vault door. Use the activation code on the main terminal, then charge the bomb. Take it again after getting charged and escape once prompted. You only have 60 seconds... Sprint and ready your autocannon to mow down those trying to stop you. Make your way to the lift, ride it up, then run through the vault door and finally jump through the time rift to return to the present.

There's a chrono note from where you're standing, then jump down. Follow the linear path until you meet up with the doctor. Loot the container, locker and grab the **E99 tech** on the shelf as well as the **health pack** and ammo cache. Join with the doc and ride the lift to end the chapter.

SINGULARITY LABS

Objective: Get to the reactor

After exiting the lift, grab the three **E99 piece** to your right and one to the left. Continue and defeat the guards. Go upstairs and look for a **E99 tech** by the mutated plant to the right. Enter the room and find two more E99s on top of the crates to the left. Continue upstairs. There's an augments and weapon locker here, as well as two ammo boxes, medkit and three **E99 techs**. Once ready, fix the circuit box. You'll need to face the annoying zek again. If you've fully upgraded your Deadlock skill then this battle is really easy.



Throw deadlock and stay inside the field until it attacks. The range and duration of a LV2 (fully upgraded) deadlock is considerably larger and longer so you don't need to worry about it disappearing soon. Just let it eat lead once it gets caught in your deadlock field.

After the battle, don't follow the doc yet; grab the two **E99 techs** in this floor, then enter the room to the right to find a **weapon tech**, as well as possible E99s from the lockers. Continue upstairs, then grab the two **E99s** behind the vine to the left. Clear all the vines and thorns here using your TMD. Continue to the next room where an augments is waiting, as well as two stimpacks. Reveal the **chrono note** on the floor near the entrance. When ready, head through the door the doc opens, follow the hallway then fix the panel to the left to open the door.

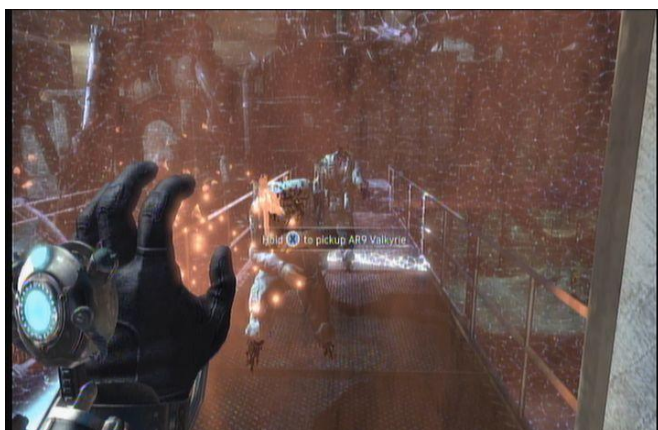
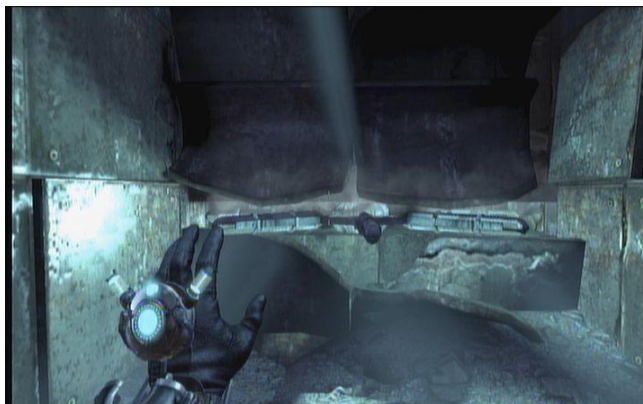


Objective: Find Barisov's Lab

Here you'll find several phased-out soldiers, frozen in time. Examine the room for scattered **E99 tech** pieces on the floor. There's also **weapon tech** and **health pack** behind the counter in the middle. The next room has a weapon locker and E99 energy cells near it. There is also a phased-out explosive barrel that you can keep pulling and hurling towards the enemies. After clearing the place, grab the supplies and **E99 techs** in the next corridor. Open the door to get a quick trip back in time.

Activate the chrono note on the right wall before moving. Kill the enemy soldiers, continue upstairs then go downstairs before crossing the walkway. You'll find an augments here, a **chalkboard**, some supplies and a **E99 tech** behind the desk. Walk back up then exit through the next door. Grab the **E99 tech** on the floor before it gets sucked in by the reactor. Continue downstairs, jump down and enter the next building to trigger an attack from four zeks. If you want an easier time, prepare a deadlock before entering the building then release it as soon as the freaks appear. If your deadlock is fully upgraded, it will cover much of this room and will last longer too. Continue upstairs then find a firefight ongoing. Like before, you can revert the soldier, wait for it to get surrounded by the zeks then age him to detonate. Grab the **E99** on the chair, as well as **stimpacks** should you need them. Continue to the next room where a **chalkboard** is hanging on the left wall, then continue following the hallway to reach the lab.

A flashback will trigger again, then grab the ammo and **E99 tech** on the table. There's a weapon locker here if you need, then continue to the next TMD upgrade station to obtain the **TMD amplifier**. This will enable you to use TMD skill infinitely (and rendering all your other TMD-related perks worthless) as well as considerably increasing the damage of your impulse. (stacks with the Impulse upgrades you can purchase from the augments) Blast the vent behind the upgrade station and climb down to a secret chamber. Grab the **E99 techs** here, a **weapon tech** and approach the end of the chamber to unlock the achievement "That wheel?"



Objective: Return to Dr. Barisov

Tip: If you're after certain weapon kills achievement (like the Centurion's "Pistol Whipped" achievement) this is the best time to do it. Upgrade the Centurion's damage and clip, then lock down enemies in deadlock and place cheap headshots. This is also the best time where you can unlock the achievement "No Time to Bleed" which requires you to kill 15 enemies using the Autocannon without reloading. This is much easier if you have fully upgraded its clip and damage attributes.

Climb back up and exit the lab. (The door will close behind you as well) Elite soldiers will appear so if you want, you can freeze them with deadlock then keep using impulse and watch them turn into minced meat. You're only a few minutes away from the ending so use this time to fully enjoy the power of your TMD. Continue along to the next room and the door will open, bringing forth two soldiers, get rid of them then continue along the walkway and several soldiers (including two shielded, and one elite) will burst through the door. Kill them then go downstairs again past the walkway and grab the **E99** behind the desk again; use the augments if you want (I've equipped Sharpshooter and Healer) Continue to the next room, and waves of ticks will appear. Kill them, and make your way back, kill the Reverts along the way. Be careful of the room where there are frozen soldiers; a time shift will occur and they'll phase in and attack you. Just have a deadlock ready when you approach them then release it after the time shift. Return to the doctor and take the newly opened door.

Objective: Stop Demichev

Kill the soldiers along the way until you reach a large room with more enemies. Clear the room first then loot the **weapon tech**, ammo, **stimpacks**, **health packs** and **E99 techs**. There is also a weapon locker here should you need to change weapons. Continue upstairs, activate the **chrono note** on the wall, then continue forth. Kill the soldiers after the time shift, then proceed to another heavily defended room. Beware of the sniper on the walkway ahead and the elite to the left. Kill them all, grab all the **E99 techs** here and other supplies; there is also an augments and a renewable ammo cache which you can use. Continue upstairs and through the door.



Fight through the hallways and walkways then go through the door and follow it to find Barisov and the singularity itself. Use the TMD to open a rift, then place the bomb on the pedestal. Watch the following scenes shoot Demichev (this won't kill him) and you'll eventually need to make a decision.



There are three endings which you can view without going through separate playthroughs. You just need to reload your saved game and make a different choice you made from the last time.

- **The Good of the Many:** Kill Demichev; travel back in time by using the TMD on the singularity then kill yourself while your carrying Demichev.
- **The Needs of the Few:** Simply kill Barisov and watch the ending scenes.
- **One TMD to rule them all:** Shoot them both and watch the ending scenes.

Congratulations for beating the game!

TMD EQUIPMENT BLUEPRINTS

You only need to buy 5 TMD equipments to unlock the achievement "Time's on My Side". You can find a total of 7 TMD upgrades throughout the entire game. The best thing you can do is to save up E99 and buy 5 (the default Sharpshooter upgrade does not count) then reload your checkpoint after the achievement has been unlocked. The TMD equipments Scientist, Healer and Energized are the top choices that you must consider buying/ using.

Name	Effect	Location
Scientist	Chance to gain twice the amount of E99 obtained	Link
Healer	Recover HP per kill	Link
Energized	Recover TMD energy per kill	Link
Wrapper	Faster health pack usage	Link
Field Doctor	Recover 25% HP when not fighting	Link
Tech Savvy	Gain TMD when picking up ammo	Link
Search and Destroy	Gain more ammo from enemy drops or loot.	Link

HERO PERK BLUEPRINTS

This is a rather strict list and tricky to complete since if you missed one, you won't have any chance of getting it again. You may refer to this [list](#) for some additional information about the hero upgrade plans. The sequence and locations where I found them are indicated the guide. (List below is in no particular order)

Name	Effect	Location
Heartiness	Increase max HP	Link
Energetic	Increase max TMD	Link
Iron Lung	Prolonged time when diving underwater	Link
Stamina	Makes sprinting longer.	Link
Inventory	Increase health pack carrying capacity	Link1 , Link2
Medic	Increase effectiveness of health packs	Link
Forge	Adds an additional TMD equipment slot	Link
TMD Ammo	Increase TMD energy cell capacity	Link 1 , Link 2
Defensive	Increased defense against melee attacks	Link
Armor	Increased defense against projectile attacks.	Link

ACHIEVEMENTS

Excuse me for being lazy but I'll just refer you to this [achievement guide](#) provided by the good guys of Xbox360achievements.org to satiate the achievement whore in you :)

CREDITS

Thanks to the following:

Raven Software, Activision – For making the game
To S and the IGN faqs team – For assigning the game to me
To **you** for using the guide and reading it up to this point
To my friends and family

Thanks also to the following:

Russian Fonts: www.dafont.com
Achievement list: Xbox360achievements.org
E99 Tech Geek achievement checklist: Xbox360achievements.org

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4. "Like" my [Facebook Fan Page](#)

This is where I put most of my updates since it is linked directly to my Twitter account. This is probably where I'll post often since I don't people that subscribed for newsletters in my blog to be spammed by my random ramblings.

5. Showing your appreciation

This is probably the simplest, and cheapest thing to do. A simple "Thank you" email means a lot to me, since it tells me that there are people out there that appreciate my hard work. Though it won't help financially, it is still a big deal by giving me "moral support". :)